

http://www.ideabout.com/fan_design/completes/aliens/nightmare.html

http://www.ideabout.com/fan_design/in_progress/discussions/20111228_fb_talk_menu.html



Cosmic Encounter shared a [link](#).

April 14

THE NIGHTMARE [Yellow Alert] Forces Play of Losing Card [Yellow Alert]

You have the power to Recur. As a main player, after you lose an encounter, you may use this power to place your encounter card face-up next to that player's alien sheet as a "nightmare." The nightmare is not part of that player's hand.

Any main player who has a nightmare next to his or her sheet must play it as his or her encounter card, if possible. If that player loses an encounter or fails to deal while playing a nightmare, the nightmare transfers to his or her opponent's alien sheet, unless that opponent is you. Otherwise the nightmare is discarded like any other encounter card.

When the offense has a nightmare next to his or her sheet and you are the defense, before encounter cards are selected, the nightmare is discarded.

(Main Player Only) (Optional for Nightmare) (Mandatory for Others) | (Resolution)

Wild

As a main player or ally, after your side loses an encounter, you may force the opposing main player to take a card of your choice from your hand to place into his or her hand.

(Main Player Or Ally Only) (Mandatory} | (Resolution)

Super

You may use your power after you win an encounter, placing your opponent's losing encounter card next to his or her alien sheet as a nightmare.

(Main Player Only) (Optional) | (Resolution)



History

Throughout the countless incursions where entire colonies and worlds have been mercilessly laid waste, the begrudged revenants of the forgotten dead merge behind the veil of space. This avatar horrifically returns the violence and shattered dreams the cosmos has collectively inflicted upon it back into the living plane as a true nightmare.


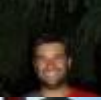





Power, History, and Art Concept - Christopher Oliveira

http://ideabout.com/fan_design/in_progress/nightmare.html

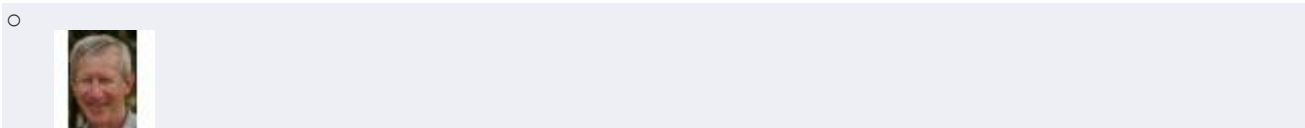
People who like this

-  **[Jefferson Krogh](#)** [Information Systems Manager at Kennerley-Spratling](#)
-  **[Alex Nisnevich](#)** [Web Developer Intern at Academia.edu](#)

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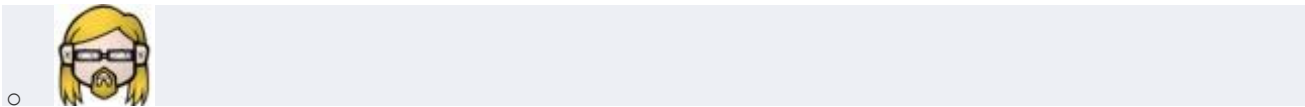
	<u>Michael Damrath</u>	<u>Virginia Commonwealth University</u>
	<u>Sebastian Bronfen</u>	<u>Bahía Blanca, Buenos Aires</u>
	<u>Ales Smrdel</u>	<u>Engineer V at ComTrade</u>
	<u>Brad Long</u>	
	<u>Andrea Cohen</u>	<u>Bahía Blanca, Buenos Aires</u>
	<u>Christopher Aurel Oliveira</u>	<u>Littleton, Colorado</u>
	<u>Clark D. Rodeffer</u>	<u>Clemson</u>

Discussion



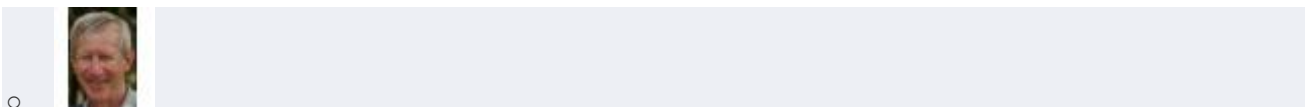
Peter Olotka The Nightmare has some funny implications.

April 14 at 5:23pm · Like



Jefferson Krogh I liked this power when it was first posted on BGG, and I still like it a lot.

April 14 at 5:43pm · Like



Peter Olotka What do you think about having the SUPER get to decide WHEN a player has to have the RECURRENCE :)

April 14 at 5:46pm · Like

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o

Gleb Semenjuk maybe this power should also fire on "losing encounter or failing a deal"? Then opponent will have to take a N nightmare. This will make a nightmare species way stronger and more fun. What do you think?

April 14 at 5:49pm · Like



o

Jefferson Krogh Decide at the time of gaining the nightmare, or just play the Super to force the nightmare card to be used when it otherwise wouldn't?

April 14 at 5:52pm · Like



o

Chuck Feist At the beginning it says, "As a main player, after you lose an encounter, you may use this power to place your encounter card face-up next to that player's alien sheet" instead of "next to that player's alien sheet" I think that it should say next to your opponent's alien sheet, for clarification purposes. Right now, to me, it sounds like you are putting the nightmare card on yourself when you lose.

April 14 at 6:10pm · Unlike · 1



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Bill Martinson @Chuck: Good catch.
@Gleb: It already hands out Negotiate nightmares, since the power can easily lose an encounter when revealing an N.

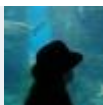
April 14 at 6:27pm · Like



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Christopher Aurel Oliveira I guess the art that I sent got shrunk, but basically what you have are the head of the following aliens (from top left to bottom right as you would read a book): Mirror, Sniveler, Sadist, Skeptic, Schizoid, Healer, Cavalry, Warhawk, Locust, Bully, Pacifist.

April 14 at 10:14pm · Like · 1

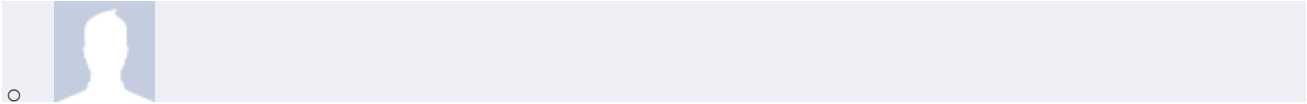


o

Aaron Fenwick Oh dear that thing really is a nightmare... Love it :)

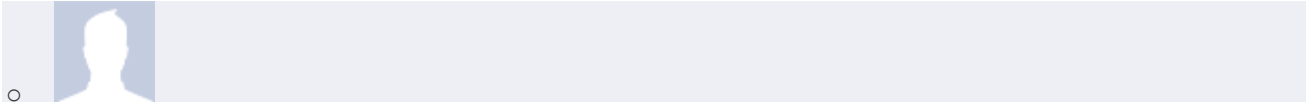
April 14 at 11:01pm · Like

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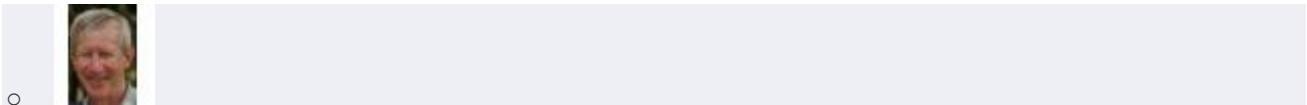
Gerald Katz I remember this power on BGG. I wonder why it was renamed from Dementor. When you Cosmic Zap it, you can say "Expecto Patronum!"

April 14 at 11:55pm · Like



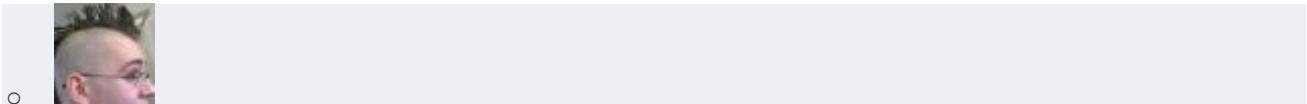
Gerald Katz :)

April 14 at 11:55pm · Like



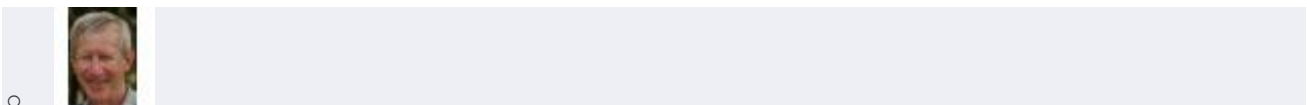
Peter Olotka Yes but you wouldn't want to say "This is my worst Demnetor."

April 15 at 9:21am · Like



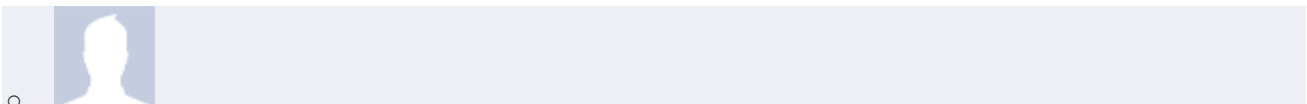
Nick Thorne I am very excited about this one.

April 15 at 10:03am · Like



Peter Olotka MUWHAHAHA belongs in the history somewhere.

April 15 at 11:00am · Like · 2



Gerald Katz Good thing it's "may". If Nightmare played 20 when his opponent played 40, he wouldn't want to make the 20 a nightmare card.

April 15 at 12:32pm · Like

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o

Peter Olotka It could strategically leave a 20 to help the defense if another player was going for the win next turn and had a possibility of going vs the 20

April 15 at 3:05pm · Like



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Bill Eberle I like the idea of being able to decide when (if) the nightmare occurs; it's more strategic.

Re: the picture, we'll put the original into our gallery. For the power description pages I use smaller thumbnails.

April 15 at 7:47pm · Like



o

Bill Martinson I just noticed the icons are listed as "(Optional for Nightmare) (Mandatory for Others)". This should all be replaced with just the word "Optional". All icons on an alien sheet apply only to the player who is being that alien, and they apply only to the power's bold-italic ***/*use*/*** effect(s).

April 15 at 8:44pm · Like



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Bill Martinson To help clarify timing in cases such as vs. Filch, perhaps this should say "you ***/*may use*/*** this power to place your encounter card face-up next to your opponent's alien sheet as a 'nightmare' instead of discarding it."

April 16 at 10:20am · Like



o

Christopher Aurel Oliveira That's a good catch

April 16 at 5:55pm · Like



o

Peter Olotka Last call on Nightmare, power to Recur ..otherwise, ready for Beta?

April 18 at 8:34am · Like

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Adam Leber I like it!

April 18 at 10:03am · Like



Chuck Feist I think it's ready.

April 18 at 12:31pm · Like



Bill Martinson Are we getting the corrections in?

April 18 at 7:54pm · Like



Christopher Aurel Oliveira Yea the corrections were sent in, but the Super is staying, I want him to be able to use his power when he wins with the Super, otherwise he will be a "lose to use" type power always.

April 18 at 9:08pm · Like